

SEGA®



SEGA SATURN™

PANZER DRAGON™

II

zwei



81022



WARNINGS

READ BEFORE USING YOUR SEGA SATURN VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- ☐ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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web site:	http://www.segaoa.com
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For French Instructions, please call:

Instructions en français, téléphoner au: 1-800-872-7342

Starting Up: Using The Sega Saturn

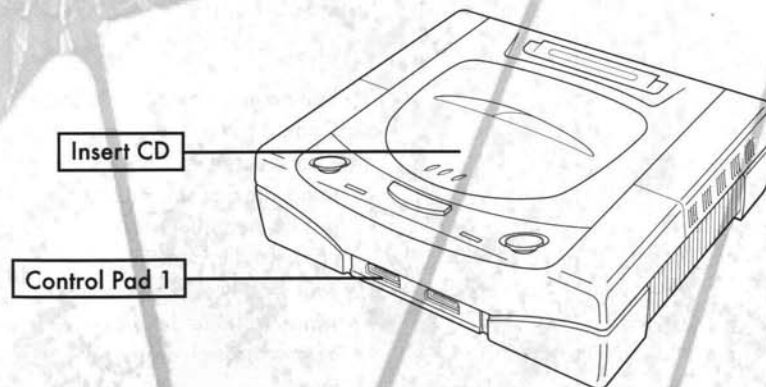
1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1.

Note: *Panzer Dragoon II Zwei* is a one player game.

2. Place the *Panzer Dragoon II Zwei* disc, label side up, in the well of the CD tray, lock into position and close the lid.
3. Turn on the Sega Saturn and the TV or monitor. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console and then press the Reset Button after the Sega Saturn logo sequence plays, to display the on-screen Control panel.

Important: Your Sega Saturn CD contains a security code which allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

Sega Saturn System



For Game Play Assistance, call 1-415-591-PLAY.

A WINGED KHOURIEAT...



In the Ancient Time, genetic reconstruction nearly destroyed the human race. The survivors lived in a world turned to wasteland by war, and were hunted by fierce, genetically-altered animals. After thousands of years, mankind adapted to this new world, and even tamed some of the creatures, such as Khourieats.



Villages still live in fear of the genetic mutations, and have created a set of laws regarding them. In the belief that any further mutations will once again create the dangers of the Ancient Time, Khourieats born with the blue-white light in their throats are killed immediately.



You have ignored the Village Code and kept a mutant Khourieat alive. There's something special about Lagi: not just his beautiful blue-white light, but his budding wings as well. You dream that Lagi's wings will one day carry both of you through many adventures.



Lagi has become a powerful Khourieat, and you decide it's time to test his wings. If you can get Lagi to fly, perhaps you can convince your village not to kill Khourieats any more. Lagi runs faster and faster, and suddenly you feel yourself leave the ground!

You look down at the ground below in amazement, but recoil as you see a blinding white light in front of you. A massive airship has bombed your village!



You've seen airships battling in the sky, and have heard stories of the tribes waging war on each other, using weapons from the Ancient Time. Two groups, the Mechanics and the Imperials, are fighting for control of the planet. And now their war has destroyed your home.



Now you have nothing left but Lagi and your desire to make the Imperials pay for what they've done. You make your way down to the ruins of your village, and there the battle begins...

CONTROL PAD FUNCTIONS

Left Shift Button

Changes flight view in 90 degree increments to the left

Right Shift Button

Changes flight view in 90 degree increments to the right

Buttons X, Y and Z

Berserk attack (your dragon fires missiles for as long as the energy bar lasts)

Button C

Makes selections in the Option Mode
Fires weapons (press and hold to lock onto targets)

Button B

Cancels selections in the Option Mode
Fires weapons (press and hold to lock onto targets)

Button A

Makes selections in the Option Mode
Fires weapons (press and hold to lock onto targets)

Directional Pad (D-Pad)

Controls the cursor in the Option Mode
Controls the direction of flight/weapon sights

Start Button (Start)

Opens Title screen
Pauses game/Resumes game when paused

Note: The In-Flight button functions listed on these pages are the default settings. To customize In-Flight button settings see **CONTROLLER SETTING** on the opposite page. Pre-Flight settings cannot be changed.

CONTROLLER SETTING

A SHOT
B VIEW CHANGE (RIGHT)
C NO USE
X BERSERK
Y NO USE
Z NO USE
L VIEW CHANGE (LEFT)
R VIEW CHANGE (RIGHT)
SETTING RESET (DEFAULT)
EXIT

CONTROLLER SETTING

Highlight **CONTROLLER SETTING** in the **OPTION** screen and press Button A or C to enter the Controller Setting screen. Highlight a button on screen and press the D-Pad left or right to cycle through the button command options. When you're finished setting the button commands, press Start or highlight **EXIT** and press Button A or C.

PRE-FLIGHT OPTIONS



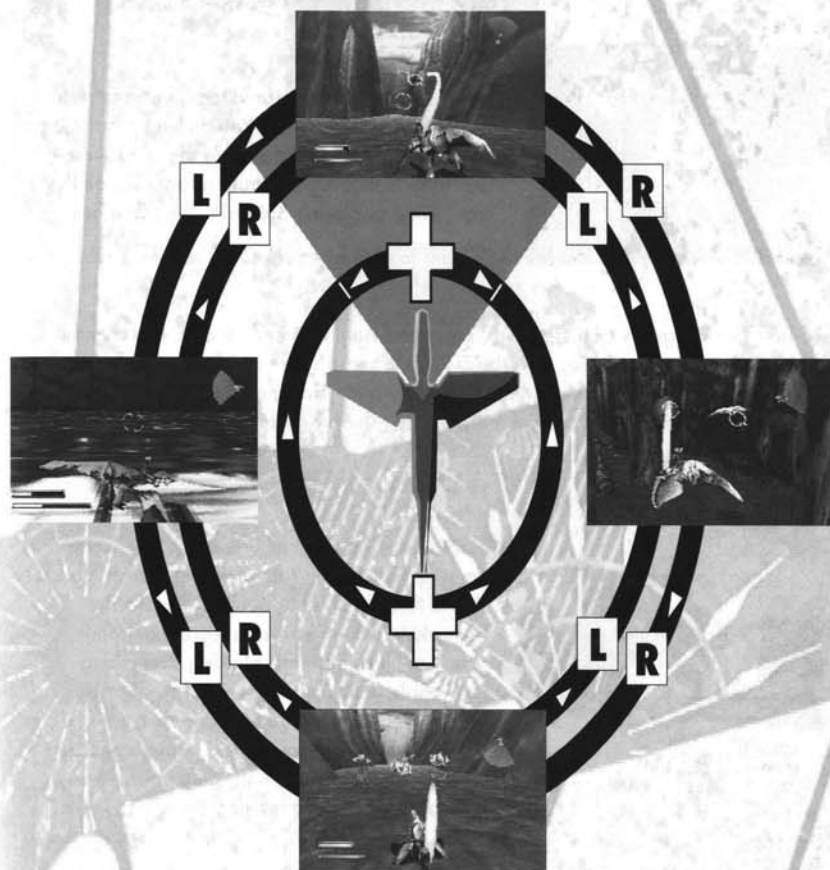
The Title screen displays **NEW GAME**, **CONTINUE** (if you've saved a game in progress), and **OPTION**. Highlight **OPTION** and press Start or Button A or C to enter the Option Mode, or select one of the game modes and begin the battle. If you don't select anything, a game demo begins. Press Start at any time to return to the Title screen.

Option Mode

Press the D-Pad up or down to place the cursor next to an option, and left or right to change the option setting. Access **CONTROLLER SETTINGS**, **PLAYER DATA** and **PANDRA'S BOX** screens by highlighting your choice and pressing Start.

OPTION	SETTING	ACTION
UP/DOWN	NORMAL/REVERSE	NORMAL follows D-Pad direction, REVERSE is for airplane joystick style movement (pressing the D-Pad down moves the sights up).
CONTROLLER SETTING	See previous page for details on how to set button functions.	
INSTRUMENT MODE	OFF>NORMAL<FULL	Set this option to OFF for a clear view of the scene, NORMAL to display the Radar and Gauges only, and FULL to show warning Radar and enemy hits (see page 9 for info on displays).
TV MODE	NORMAL/WIDE	NORMAL sets the game screen to fit TV width, WIDE gives you a panoramic view of special scenes.
SOUND MODE	STEREO/MONO	Set to STEREO for stereo sound, MONO if you don't have a stereo system.
SOUND BALANCE	BGM>NORMAL<SE	BGM boosts the music track, NORMAL balances the music/sound effects levels, SE boosts the sound effects.
MUSIC	(Music Title)	Listen to any of the sound tracks used in <i>Panzer Dragoon II Zwei</i> .
PLAYER DATA	Take a look at the data for <i>Panzer Dragoon II Zwei's</i> highest scoring player.	
PANDRA'S BOX	Make it through all the levels in one try and this special option becomes available...	

FLIGHT VIEW



The Left and Right Shift Buttons change the Flight View in 90 degree increments to the left or right, and the D-Pad changes the Dragon's direction and altitude.

L R	Indicates use of the Left and Right Shift Buttons
+	Indicates use of the D-Pad
◀ ▶	Indicate direction of movement possible with the indicated button.

MAKING YOUR WAY

Using The Laser



As you race back to your village, you see a laser gun lying on the ground. You pick it up and begin the battle. To use the laser, use the D-Pad to aim at a target (the target should appear inside the crosshairs) and press Button A, B or C to fire.

To fire your dragon's Homing Laser, press and hold Button A, B or C and aim the sights at an enemy/enemies with the D-Pad. When a set of white crosshairs appears on the target or targets, release the button, and the Homing Laser beam is released. The strength of the laser depends on the strength of the Dragon.

Go Berserk!



When you find yourself in a pinch, you have one emergency tactic to fall back on. Press Button X, Y or Z to unleash your Berserk Attack! The Berserk Attack unleashes a torrent of homing lasers at all opponents, blasting everything targetable until your Berserk Energy Bar is empty (only use if the meter appears green). Don't count on this to get you through every tough spot, but if you've used up your other options make sure to have this one in reserve.

On The Right Route



Each Episode in *Panzer Dragoon II Zwei* has more than one possible route to take. The going can be fairly easy or pretty tough depending on which route you choose. What's more, the number of points you get depends on the route. It takes a sharp eye to see the routes beforehand, but a sign flashing at the bottom of the screen in Full Instrument mode indicates which route you've chosen. Remember where the sign flashes so you can try the other route another time.

Radar And Instruments



The radar is shown at the top right side of the screen (unless you've chosen the Instruments **OFF** mode). The radar indicates enemies in range as points on the radar screen. The glowing area indicates the area you're currently facing.



FULL INSTRUMENTS

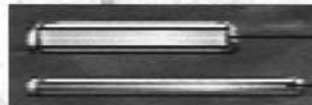


NORMAL INSTRUMENTS



INSTRUMENTS OFF

In the **FULL** Instruments option the warning radar is activated. The warning radar highlights the quadrant the enemy is in. Your distance from the enemy is indicated by one of three colors: yellow indicates the enemy is just inside visual range, orange means the enemy is closing in on you, and red means the enemy is dangerously close! In addition, the point value for every enemy you destroy is displayed on screen. In **NORMAL** Instruments, the radar only displays enemy locations, and point values are not displayed. If you turn the Instruments **OFF**, nothing is displayed — you're flying by instinct!



Berserk Attack Bar

Energy Bar

Two bars that appear on screen indicate the power remaining in your Berserk Attack and Energy bars. Keep a close watch on the lower bar — the game ends when you run out of energy.

Scoring

SCORE	240660pts.
TOTAL ENEMIES	68
ENEMIES DESTROYED	64
ENEMIES MISSED	4
SHOT DOWN RATIO	94.1%
CLEAR POINT	100000
ROUTE POINT	100000
TECHNICAL POINT	100000
TOTAL POINT	300000

Each area you fly through contains a certain number of enemies. For each enemy you shoot down, your point score increases. As your score increases, your Dragoon becomes larger and more powerful.

Dragon Metamorphosis



When you clear an Episode you are given points in three areas: Clear, Route and Technical. Depending on your score, your dragon goes through one or more metamorphic changes and increases in size and strength.

ENDING/CONTINUING

Your dragon runs out of energy when it takes too much damage from enemies. You can check damage to your dragon by looking at the blue Life Energy bar at the lower left side of the battle screen. When your dragon runs out of energy, the **CONTINUE** screen appears. Select **CONTINUE** to continue the game (from the start of the last Episode you were in), **SAVE** **END** to save the game to continue at a later date, or **END** to exit to the Title screen.



ANCIENT WISDOM REVEALED

- As you adventure through the mysterious lands, you come across all types of mutant creatures and biomechanic machines. Each one is dangerous in its own way, but each also has its weaknesses. Such is the nature of our creations. Use the homing laser to find the weak points of the enemy, then use the rapid fire laser to pinpoint the target.
- When you meet an enemy ship or creature which can produce more enemies, focus your attention on the main problem, and not the distractions. The largest danger is that which creates the small dangers.
- Once you use the Berserker Attack, it cannot be used again until the Berserker strength is recovered. Use the homing lasers to replenish the Berserker strength. Each homing laser that hits its target adds strength to your Berserker Attack Bar.
- Greater power is gained by targeting as many possible enemies at one time with the homing laser. Each enemy counts for more if the maximum number of enemies can be destroyed at one time.
- Save your adventure for a later date if you wish, but battle on to the end and Pandora's Box will be opened to you — new adventures are waiting for you inside!



CREDITS

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To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:
1-800-872-7342

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 **SEGA SATURN™**

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optimized with the Mission Stick.

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